



## Network Layer objects.

Figure 1

# Session Layer Objects

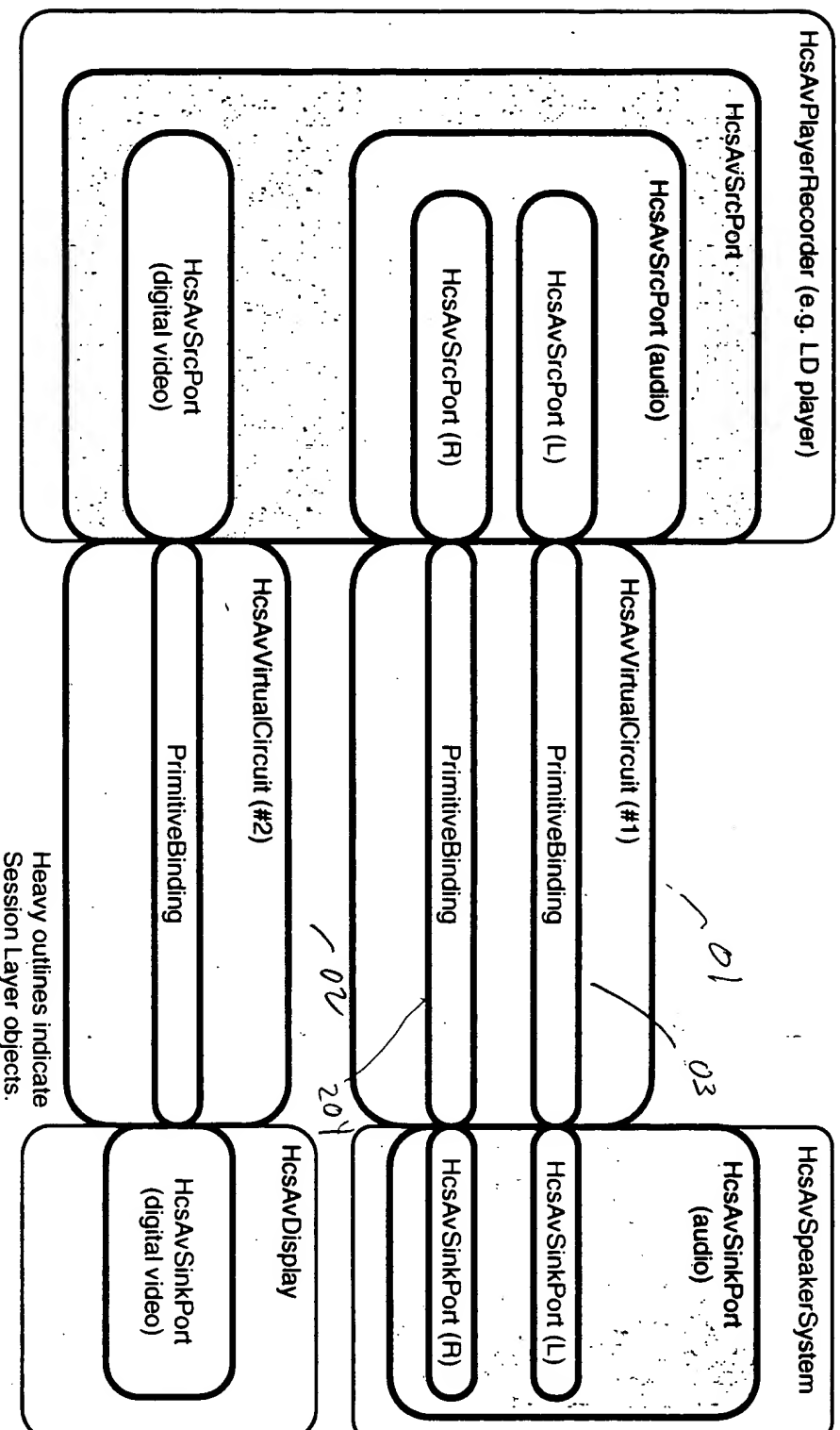
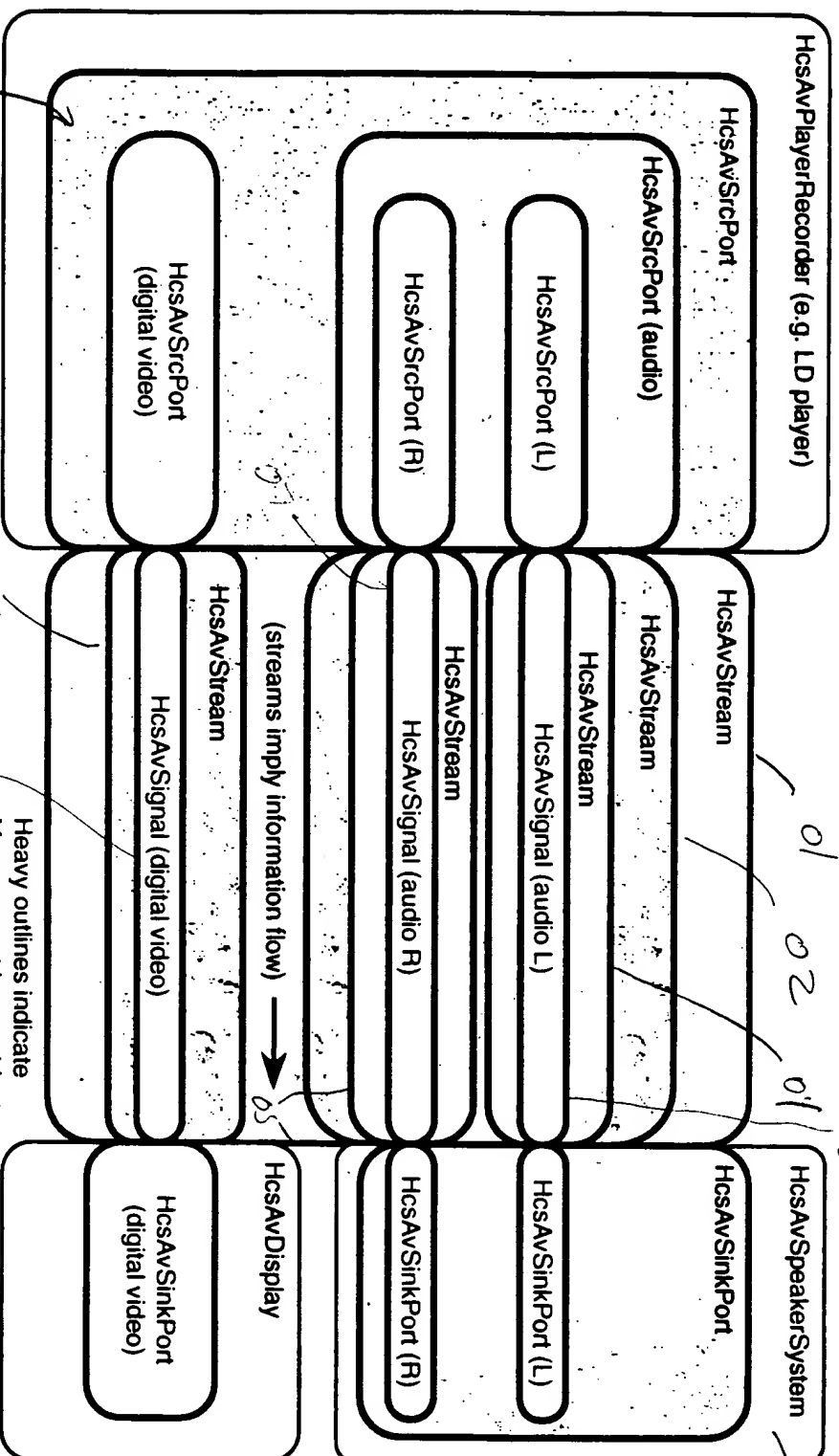


Figure 2

# Audio Video Subsystem Management Layer Objects



Heavy outlines indicate Management Layer objects

[illegible]

Connect

(output device,  
input device)

01

OutputDevicePtr →  
get SourcePort  
(sourcePortPtr)

02

sourcePortPtr →  
get AStreamPtr  
(streamPtr)

03

InputDevicePtr →  
get SinkPort -  
(sinkPortPtr)

04

(streamPtr) returns most appropriate  
sink port

sourcePortPtr →  
CreateVirtualOutput  
(sinkPortPtr)

Return

\$4

Source Port:  
Create Virtual  
Circuit (to Sink Port Ptr)

01

VC ptr = new  
VirtualCircuit  
(this,  
toSinkPortPtr)

02

add VC ptr to List  
of VC for  
source port

Return

\$5

Virtual Circuit;  
Virtual Circuit

(sourcePortPtr, sinkPortPtr)

01  
sourcePortPtr →  
getAssignedPtr  
(streamPtr)

02  
sinkPortPtr →  
assignStream  
(streamPtr,  
numberAssigned)

→ Primitive

03  
select next number  
starting at 1

04  
Selected  
number =  
assigned  
number

Y  
sinkPortPtr →  
connectToAssigned  
Stream()

05  
Return

N  
sinkPortPtr →  
getAssignedPtrs  
(selected number,  
signalPtr,  
pSinkPortPtr)

06  
sourcePortPtr →  
getPrimPort  
(signalPtr,  
pSourcePortPtr)

internal flush

07  
pSourcePortPtr →  
getPrimitiveCircuit  
SinkPortPtr  
(pSinkPortPtr)

08  
pSinkPortPtr ==  
pSinkPortPtr

09  
Process Not  
Direct Connect

Y  
add binding to  
Binding Table  
VC

10

ordered to get rid of VC

ProcessNot  
DirectConnection

01

psrcPortPtr →  
getPrimitiveCircuit  
switchInputPortPtr  
(switchInputPortPtr)

02

psinkPortPtr →  
getPrimitiveCircuit  
srcPortPtr  
(srcPortPtr)

03

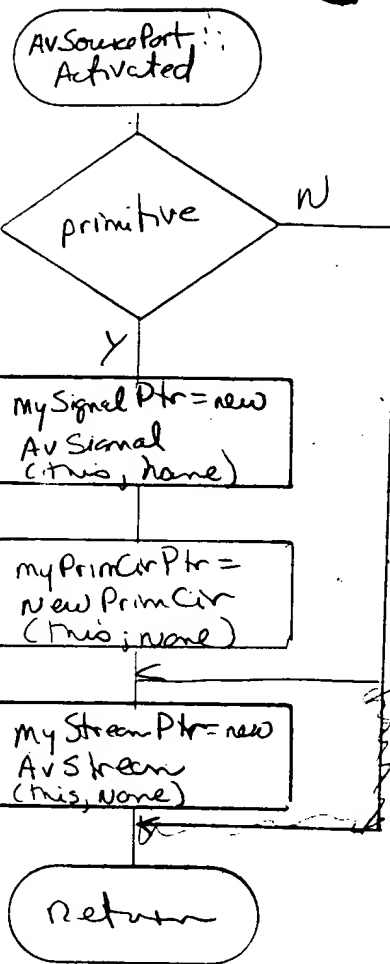
tsrcPortPtr →  
Q.I.  
CIED-AvailableSwitch  
Port, switchOutput  
PortPtr

04

\$7

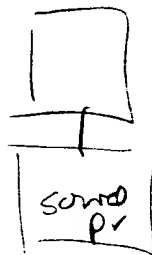
switchInputPortPtr →  
createConnection  
(switchOutputPortPtr)

Return



Creates stream in parallel

fixed



Depth Str

Stream

Fig 9



# Entertainment Center

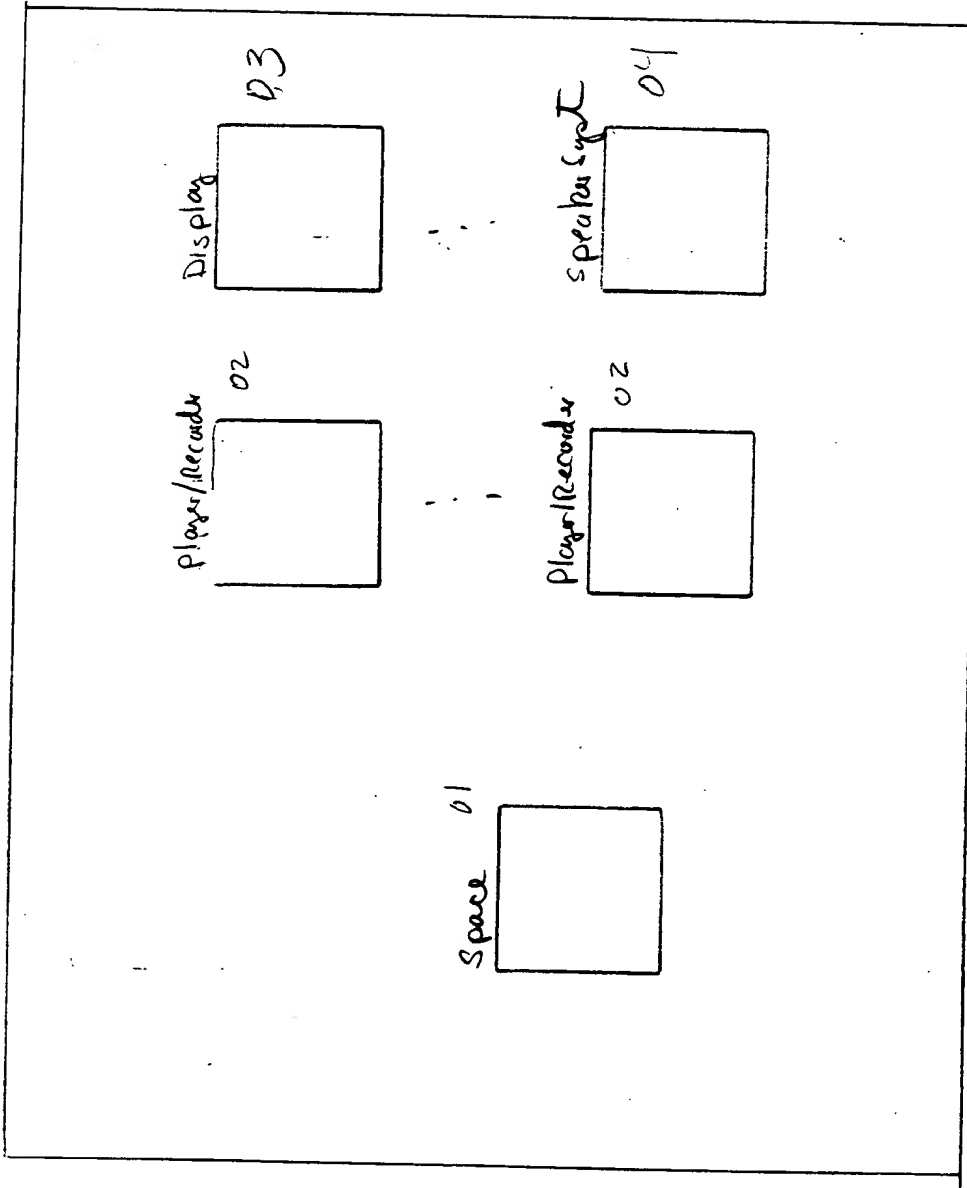
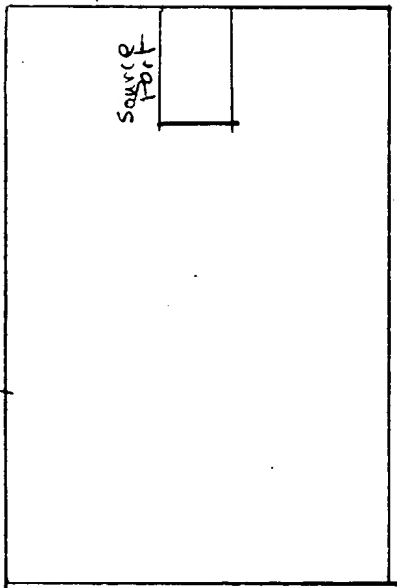


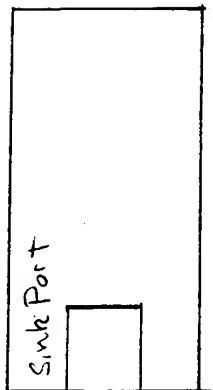
Figure 10

Figure 11

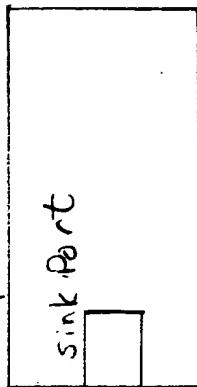
Player Recorder 01



Display 02

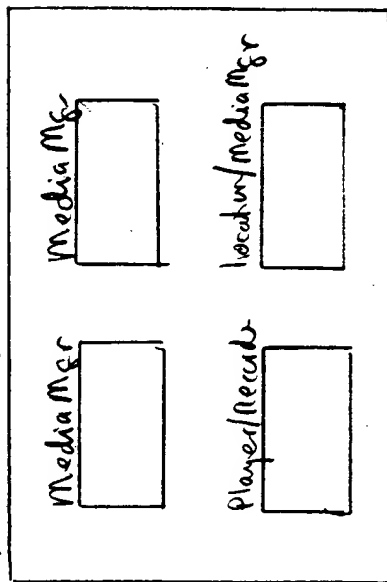


Speaker 03



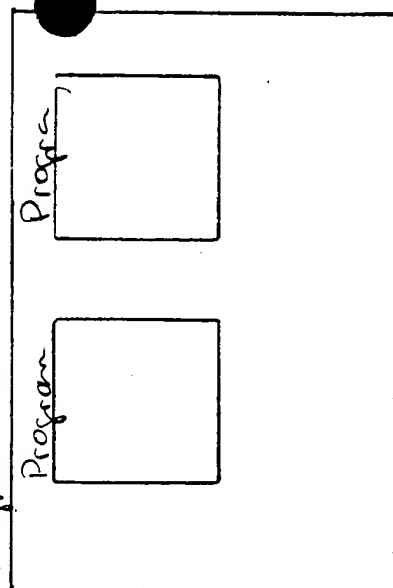
04

Media Manager



05

Program Pool



Control EC

01

selectProgram  
(progPtr)

02

EC::  
setCurrentAvProgram  
(progPtr)

Done

12

Select  
Program

Prog Ptr

allow use to  
browse thru  
program pool

01

set Prog Ptr

02

Retn

13

EC:  
SetCurrentAutogra (progPtr)

01

get loaded  
Player Recorder  
(progPtr, playerRecorderPtr)

02

playerRecorderPtr →  
get Current Source  
Port (sourcePortPtr)

03

sourcePortPtr →  
get AVStreamPtr  
(streamPtr)

04

select next  
output device

05

all output  
devices already  
selected

Return

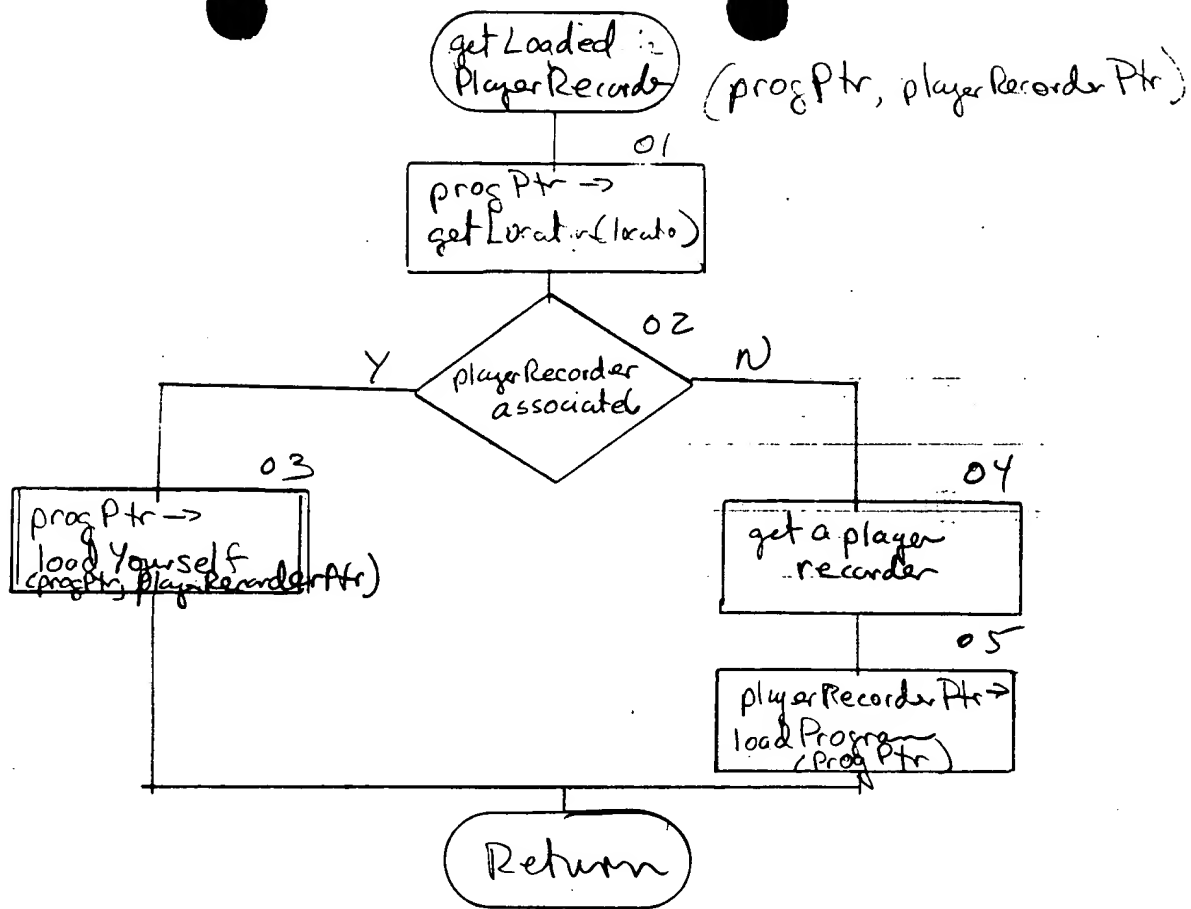
N

06

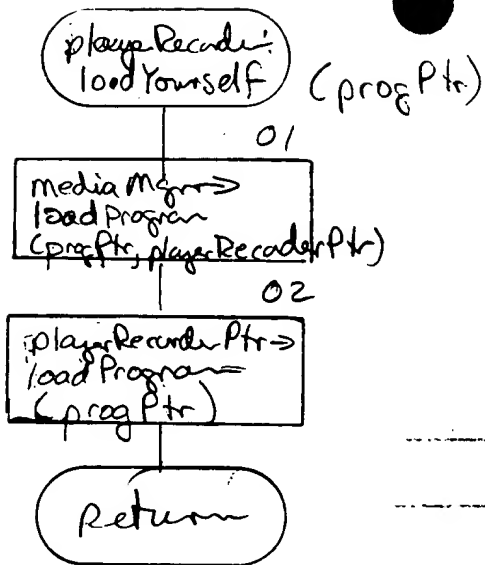
edPRPtr →  
get Sink Port  
(streamPtr, sinkPortPtr)

07

sourcePortPtr →  
create Virtual Circuit  
(sinkPortPtr)



15



Player Recorder:  
Load Program

(progPtr)

01

sourcePortPtr =  
identif appropriate  
complete source port

02

store progPtr  
in sourcePort

03

Set  
usage, format,  
port type  
for sourcePort

04

sourcePortPtr →  
set signal(  
usage, format, port type)

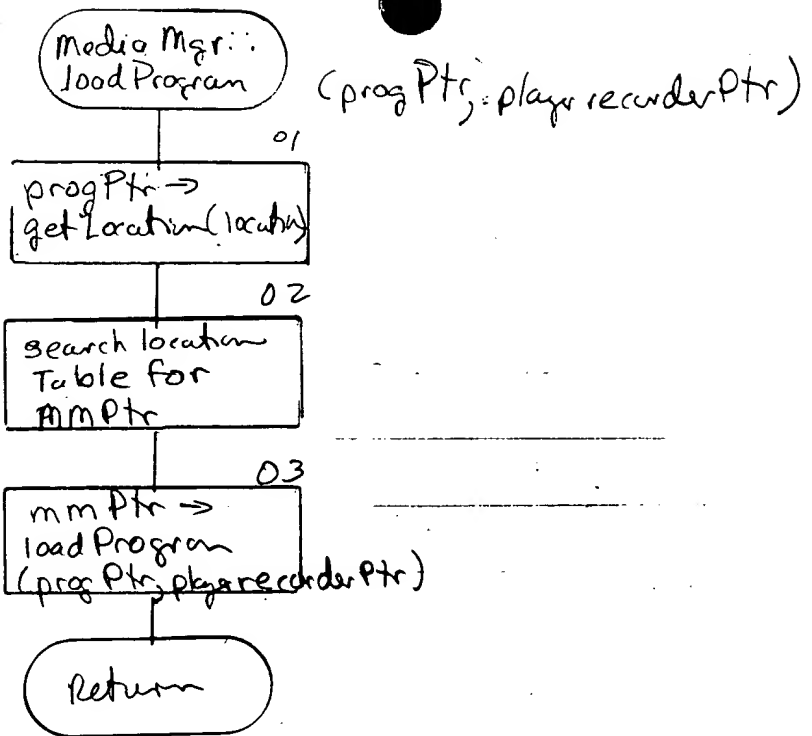
05

progPtr::  
setLoaded(1)

Return

VCR Audio Right Output





mediaMgr:  
loadProgram

(progPtr, playerRecorderPtr)

01

find media  
for program  
based on location

02

initialize  
player recorder

03

set PlayerRecorderPtr

Return